

# A SWN model for a multiprocessor architecture

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## 1 Introduction

The model, presented in this section, represents a multiprocessor architecture composed of a set of processors with their memories connected through a bus. Each processor  $p_i$  is associated with a local memory composed of two sections:

- **private** ( $PM_i$ ), it can be accessed only by the corresponding processor  $p_i$  through its private bus ( $PB$ );
- **common** ( $CM_i$ ), it can be accessed by all the processors in the system through a global bus ( $GB$ ).

An access to the common memory module  $CM_i$  is performed by processor  $p_i$  through its local bus ( $LB$ ), while processor  $p_j$ ,  $j \neq i$  needs global bus  $GB$ , and the local bus of  $P_i$ . Contention arises from the use of  $GB$  as well as of the local busses and CM modules. External access requests to  $CM$  modules have *priority* over the local  $CM$  accesses and causes their *preemption*.

The behavior of the system can be described as follows: a processor alternates periods of processing, requiring only access to the private memory, with periods of CM module accesses. Hence a processor  $p_i$  may be in one of the following states:

- **active**, the processor is executing in its private memory;
- **accessing local**  $CM_i$ , the processor is performing a local  $CM_i$  module access;
- **accessing remote**  $CM_j$ , the processor is performing a  $CM_j$  module access;
- **queued**, the processor is waiting for the  $GB$  to become available;
- **blocked**, the processor is waiting to continue a local  $CM$  access preempted by an external access.

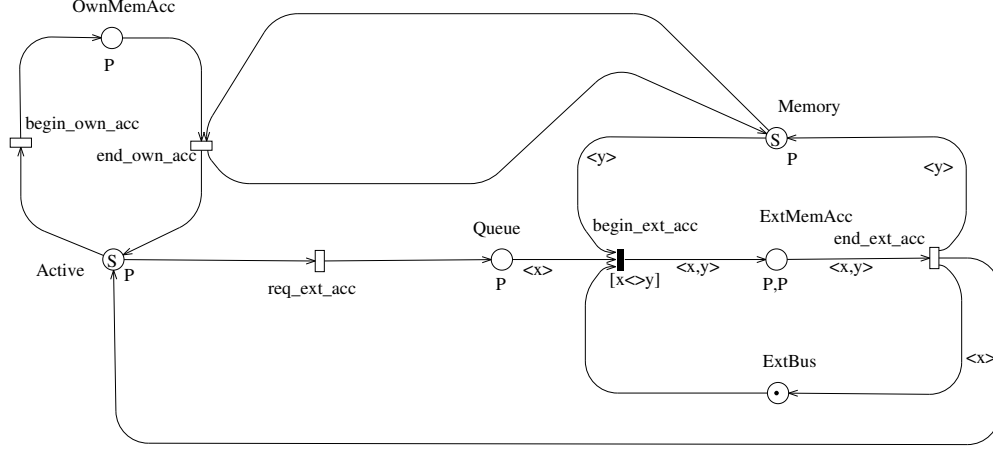


Figure 1: SWN model of a Multiprocessor architecture

The description of the system behavior requires the definition of several parameters and operating rules:

- **set of processors**  $P$ ,  $|P| \geq 1$ ;
- **activity times**;
- **CM local access times**;
- **CM remote access times**.

Our example will have a *number of processors*  $|P| \geq 4$ , and the *activity times*, *CM local access times* and *CM remote times* modelled by negative exponential distribution with rate  $\lambda$ ,  $\mu$  and  $\omega$  respectively.

## 2 The description of the model

Fig.1 shows a SWN model of the multiprocessor architecture, in which the basic class  $P$  is introduced to represent the processors and their local *CM* identities.

The model can be decomposed in two sub-models: one representing a local *CM* module access, the other representing a remote *CM* module access for a given processor  $p_i$ . The two sub-model share the place *Memory* and *Active*.

Class id		Description	Type
$P$		represents the processors	unorder
Class id	Subclass id	Description	Elements
$P$	$Proc$	subclass $P$	$p_1, p_2, p_3$

Table 1: Table of Characteristics of color classes

## 2.1 Description of the local $CM$ access sub-model memory

This sub-model includes transitions  $begin\_own\_acc$  and  $end\_own\_acc$  and their input/output places.

The firing of transition  $begin\_own\_acc$ , which moves a token from the place *Active* to the place *OwnMemAcc*, simulates the end of a CPU burst and the start of a local common memory access. A token of color  $p_i$  in place *OwnMemAcc* represents processor  $p_i$  accessing  $CM_i$ , if the local bus is free, or the processor  $p_i$  waiting to access  $CM_i$ , if the local bus is not free.

The firing of transition  $end\_own\_acc$  represents the conclusion of a the common memory access of processor  $p_i$ , which returns to the place *Active*.

## 2.2 Description of the remote $CM$ access sub-model

This sub-model includes transition  $req\_ext\_acc$ ,  $begin\_ext\_acc$  and  $end\_ext\_acc$  and all their input/output places.

The firing of transition  $req\_ext\_acc$  removing a token  $p_i$  from place *Queue* represents an external memory access request. Only if both the global bus and the local bus of the destination  $CM$  module are free the transition  $begin\_ext\_acc$  can fire, so that token  $p_i$  can move on the place *ExtMemAcc* representing the start of its external memory access.

The firing of transition  $end\_ext\_acc$  represents the end of external access for processor  $p_i$  and it moves a token  $p_i$  in place *Memory*, a token  $p_i$  in place *Active* and a neutral token in place *ExtBus*.

Place	Description	Domain
<i>Active</i>	Processors in active state	$P$
<i>OwnMemAcc</i>	Processors in local $CM$ access or blocked state	$P$
<i>Queue</i>	Processors in queued state	$P$
<i>ExtMemAcc</i>	Processors accessing an extern $CM$ module	$P \times P$
<i>Memory</i>	$LB_i$ state: busy/idle	$P$
<i>ExtBus</i>	$GB$ state: busy (no token) idle (token is presents)	<i>neutral</i>

Table 2: Table of places

Transition	Domain	Weight
<i>begin_own_acc</i>	$P$	$\lambda$
<i>end_own_acc</i>	$P$	$\mu$
<i>req_ext_acc</i>	$P$	$\lambda$
<i>begin_ext_acc</i>	$P \times P$	1
<i>end_ext_acc</i>	$P \times P$	$\omega$

Table 3: Table of transitions

### 2.3 Description of the initial state

Initial marking  $m_0$  corresponds to the state where all processors in  $P$  are in activate state (set  $P$  in place *Active*), all local busses are idle (set  $P$  in place *Memory*) and the global is idle (one neutral token in the place *ExtBus*).

Example  $|S| = 3$

Memory( $1\langle p1 \rangle 1\langle p2 \rangle 1\langle p3 \rangle$ )ExtBus(1)

## 3 Number of state of SRG and RG

Table 4 shows the number of symbolic and ordinary markings (tangible / vanishing), for the multiprocessor architecture model, obtained from the SWN model in Fig.1 with only one global bus and for a variable number of processors. From an analysis of results, it is evident that the dimension of SRG is moderate even ten processors. On the contrary RG has an exponential growth as the number of processors increases. The reason is that the system behavior is symmetric.

Some performance parameters of that can be computed from the model are showed in the Table 4 too: **the CPU burst length** and **the average external accesses duration**. These Performace figures can be computed from steady state probability of symbolic markings using the following formulas:

- $E[AP] = \sum_{M \in \text{tang}(SRG)} \psi(M) \#Active$   
where  $\psi(M)$  is the steady state probability of the symbolic marking  $M$ , while  $\#Active$  is the number of elements in place *Active* defined as  $\#Active = \sum_{\langle Z_1^j \rangle \in M(Active)} \text{card}(Z_1^j)$ ;
- $U[GB] = \sum_{M \in \text{tang}(SRG): M(GB)=0} \psi(M)$ .

Processors	SRG	RG	RG / SRG	E(AP)/n	U(GB)
2	6	10	1.66	0.6752411	0.27009645
3	13	62	4.76	0.6600941	0.39605642
4	23	340	14.78	0.642929	0.51434340
5	36	1652	45.88	0.6227463	0.62274684
6	52	7354	141.42	0.5991253	0.71895120
7	71	30746	433.04	0.5719982	0.80079870
8	93	122728	1391.65	0.5417373	0.86678098
9	118	472904	4007.66	0.5092124	0.91658070
10	145	1772494	12224.09	0.4756961	0.95139024

Table 4: Table of marking of multiprocessor architecture

## References

- [1] Giovanni Chiola, Claude Dutheillet, Giuliana Franceschinis and Serge Haddad. *Stochastic Well-Formed Colored Nets and Symmetric Modeling Application*. IEEE Trans. Computer. C-42(11), Nov. 1993.